

ADVANCED FRUIT MACHINE GUIDE

All below systems should use a Refill Key if possible unless the machine is backing from the first coin. If it isn't backing it should have at least £115 in the Hopper out of a possible maximum of £125.

REFILL KEYS are available from myshop@netcomuk.co.uk

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BIG BROTHER, PSYCHO CASH BEAST AND CASH FRENZY (BARCREST)

The three machines above are clones of each other and can all be emptied using the same principle.

Keep playing and forcing for the Jackpot Repeater on the TOP ZONE, but do not collect it! Just keep going on Trail/Board until you die. Keep doing this until the feature starts on Take-A-Ride or better. This is where the money starts to roll-in! Put in at least £15 of credits and keep doing the above, as virtually every feature entry will allow this. Keep landing on the Jackpot Repeater but do not collect it!

After losing the £15 of credits, collect the Said feature and see how much you get, it should be around £30 to £90.

However, the machine is now primed and you should find the next two feature entries allow you to do the same (get the Jackpot or Jackpot Repeater), but this time collect them!

There may be after play, eg. Next board to kill you will signify end of streak, but put another £10 in and if it doesn't offer any wins of £10 or more during these credits, leave the machine.

This method works by refusing to collect the Jackpot or Jackpot Repeater you are temporarily making the machine play under-percentage. So it gives Take A Ride etc. to trigger a big payout session to increase to its set percentage, but by losing £15 of credits after first being offered Take-A-Ride, the machine is totally confused ensuring a very big streak, as opposed to the usual £45 streaks.

KING KEBAB (BARCREST)

As you may know, if you nudge 2 on to the win-line during normal play, sometimes a hold is offered afterwards and the win spins in! This is what you do; always nudge two of the 3 Barcode symbols on to the win-line, eg. TRIPLE BAR on reel one, and DOUBLE BAR on to reel two or any other combination. Due to a fault in the program code this will not be registered and is classed as a FREE WIN (it doesn't affect the machines payout percentage)! This would virtually always hold on the unchipped version.

If you entered the Barcode 2-3-1 and thus got Cash-Dash (an easy skill feature to Jackpot) you have to press the buttons as they light up to go higher up the prize scale. Just concentrate on a few buttons at a time and hit them when the light arrives. To accelerate this emptying, when you get on the board, just move twice and collect the best win going, even if you can go on. This will soon result in Invincible Mode where you should get the 3 Kebabs and collect the best wins offered. Avoid landing on the Bonus 4 by getting the bar with 4 on it or other combinations of numbers.

Help to speed this up by holding reels with BARS above (that will be in position for a Barcode), as you may get nudges on the next play.

Rechips will very infrequently hold after nudges for the Barcode, and will not hold Barcode symbols, but the Trail progress remains instead.

Play until you get offered a Trail Hold without Barcode Hold (after Nudges) to tell that it is rechipped.

You should profit whatever is in the Hopper minus the stake required to get the first Barcode Hold.

THUNDERBIRD, VERSION 1 (BARCREST)

Due to a fault (deliberate or accidental) in the machines program, these could be emptied for £5.

Simply get on to the Nudge Trail, collect one or more nudges. Press LEFT REEL, as it comes down, and then quickly press CENTRE REEL before the left reel has finished moving. The machine will now freeze for 80 to 90 seconds and the Jackpot will nudge in! This may repeat, but it doesn't matter as you can just keep repeating this until you have emptied the machine!

THUNDERBIRD, VERSION 2 (BARCREST)

Play for Nudges, when you them gamble until you are offered any win (failure to wait until you have a win will freeze the machine and put it out of action). Simply Shuffle your nudges away until you've only got one left. Nudge the left reel and as it's moving down, press Shuffle, and the Jackpot will nudge in! Keep repeating this until you have emptied the machine!

The best Barcode is Follow Me (Press 3-2-1) and use the Mobile Phone to tap in the number sequences. You can take your time but be careful not to tap the wrong button, as you'll win nothing! You should get two to three more Jackpots. After this, if the machine goes dead for £6 to £7 and you cannot get a win of any amount off of nudges then leave the machine!

This machine can be emptied using this method but usually it pays out £75 to £100.

THE SIMPSONS (MAYGAY)

Force the Invincible Mode but avoid all wins if possible. When you get it, take £4 and keep doing this on the Invincible Mode board, but play for Jackpot Repeater on the normal Yellow board! Eventually you will get this, and it will repeat twice for a total of £45. Within a few pounds after this you will get Invincible Mode and a Jackpot, which probably won't repeat. You have now had £60+. Keep playing but if you are not offered a Barcode or Three Holds on two symbols (for £7, £10 or £15 wins) within about £6 to £7 of credits then leave it!

If you get the Barcode, do the left reel, gamble until you can exchange, and you should be offered at least a win above £5 from nudges, take this and go.

You should get £25 to £50 profit for doing this!

GREAT ESCAPE AND THE ITALIAN JOB (MAYGAY)

These are older Tube based machines, so Refill Keys will not work on them! As a result they are £10 Jackpots. If they are backing, GREAT! Otherwise put a few consecutive coins in, say £7 to £9 and then if still not backing, take what you can from your credits and go!

However, if it is backing play for the Red Invincible Mode and collect £1 every time, while trying to get the Jackpot Repeater off of the Yellow board. When you get Jackpot Repeater it should repeat three times. Now put £5 back in and you'll get an Invincible Mode from which you should collect the Jackpot Repeater (it won't repeat), you should then leave it!

If the Yellow board only repeats twice, get the Invincible Mode as above, but don't leave the machine. Play it again as above for the Yellow board Jackpot Repeater, and this time it will repeat three times, but there will be no subsequent Red board. Just put a few more pounds back in to get a Barcode, take Reel-3 and gamble to the board, once on the board go once and collect the best win, then leave it!

You should get £25 to £45 profit for doing this!

TEMPLE OF TREASURE (BARCREST)

Works in a similar principle to Big Brother, Psycho Cash Beast and Cash Frenzy.

Make sure it is backing or at least £115 in the Hopper!

Basically you must only go for the RED T.O.T feature! Avoiding all other wins if possible.

To do this gamble on the Cash Ladder at every opportunity, and when within two gambles of the Jackpot, deliberately go against the gamble and lose. It will soon start offering stuff like Barcodes, which should always be avoided!

This now means RED T.O.T is imminent and you should get £60 to £75 (if you only get £15 to £30 play for it again!), as you should be offered a streak, which allows more Jackpots from Barcodes.

HOMER'S MELTDOWN (MAYGAY)

Just force the Jackpot Repeater off of the feature or Nudge Trails, not the Cash Trail! It won't repeat, but the next feature will be Invincible Mode and you will be able to take the Jackpot Repeater off of any Trail. If it repeats twice, you'll have now just under £60 and that'll be it! If you don't get a repeat off of this Invincible Mode then play for another feature and if it's an Invincible Mode it will repeat twice for another £45. It is now the end of the streak and you will have either got £60 or £75. Put another £5 back in to see if you can get a Barcode or Three Holds on two symbols of either £7, £10 or £15. If not, then leave the machine!

If at anytime you get offered Moe's Tavern, lose it by pressing 2-3-1 then stop and hold this so there is no win on the win-line. This will accelerate the appearance of an Invincible Mode; so don't worry, as this should profit you by £25 to £50.

JACKPOTEERS AND LOTTA LUCK, VERSION 1 (BARCREST)

As with all modern machines, you should only play when backing or very near if you've got a Refill Key, eg. £115+. Play for the Red Board, by getting the Red Numbers during the feature, once past 8 you will be in Invincible Mode. Collect the Jackpot via Locomotion, Nudge Pot or Golden Hold, but NOT the Cash Streak! Keep playing like this, and after about ten boards take the Cash Streak, and the machine will empty.

You should profit by £25 to £70.

JACKPOTEERS AND LOTTA LUCK, VERSION 2 (BARCREST)

Check the balance using a Refill Key and play for the Red Board, by getting the Red Numbers during the feature, once past 8 you will be in Invincible Mode and you need to collect as small a win as possible, eg. Nudge in £1, Reel Blasts (take £1 or £2), Skill Cash (try for nothing), Locomotion (nothing or £1) or Golden Hold for three numbers to restart the feature (easiest way to lose).

Refuse a total of five Red features, which will be easier to get each time as you've refused the ones before, and then take the Streak in the middle. This averages about £50 but can be between £30 and £70.

Now you can either refuse another three Red features, then do the same as above, by taking the Streak in the middle, for approx £45. You will then get a bit of after play giving about £10 off of Locomotion or Golden Holds.

Or after the first Middle Streak you can just play for Jackpots, you should get two with a subsequent £10 Golden Hold, or three with no after play. Emptying about 50% of the time.

On Lotta Luck, on the L.E.D. Display it will say 'L.O.T.T.A.' instead of 'LOTTA', which means it's a rechip (Version 2)!

CLUEDO, 5p VERSION (MAYGAY)

There are still plenty of these around in Arcades, basically three Blue 7's is a FREE WIN, so just keep taking them via the Stop'n Step feature, or collect them if the machine is in Invincible Mode. If you get three Mixed 7's on Stop'n Step then try to lose them if possible.

On Invincible Mode you can collect Jackpots but this will slow down the emptier, avoid all other wins if possible. If you collect £1.40 or less on Invincible Mode it will speed up the emptier and increase the chances of successful Blue 7 Stop'n Step features.

It can take ages, and the profits are dependent on how much is in the machine minus your initial stake.

Profit can be around £50 to £80.

DONKEY KONG (MAYGAY)

The best emptier ever! But you will struggle to find one nowadays! All you had to do was keep Cancel pressed all the while during play. Every time you got nudges, you would get Skill Stop and thus have 4 Nudges and almost certainly a win. You would then gamble to exchange to the board, then go once as you couldn't lose on the first spin and collect the best available win. Most of the time you would get a Repeat chance as you had collected a win lower than it was prepared to give if you had carried on. I think every one of these must have been rechipped by now! You could make a profit whatever was in the tubes.

KUNG-FU (ACE)

The error on here is that Super Features are FREE WINS until the machine offers a normal Jackpot. Barcodes 3-2-1 or 1-2-3 are normal features; when you get a Bonus symbol between the two Hi-Lo gamble reels it is then Super. These are FREE until you get offered 99 Nudges or other Jackpot possibilities. The Jackpot possibilities are hard to avoid, so if it forces one on you it has to be taken as the machine will just go dead if you don't take it. The same as it would if you took it anyway; obviously walk away if this occurs.

Otherwise, play for about 3 Super features only taking £3, £4 or £7 Repeaters, anything but the Jackpot. If at anytime it offers the Jackpot instantly, take it and leave!

Okay, assuming you've collected 2 or 3 Super features as described above, after they end take £10 or so from the bank and play for the Super features again until you know the bank will empty the machine. You can let the last feature at this stage go to Jackpot if you like and this will probably repeat thus emptying the machine and leaving it owing you some still.

Profit should be £35 to £50.

AFTERSHOCK (RED GAMING)

Red hot emptier! Simply keep taking the Hidden features from Nudges, avoiding all other wins. These wins are £3 or under invariably, and are FREE. After spending £25 to £35 the machine will CRASH and you will keep getting the Hidden features. Use your discretion about when to actually accept the top feature, eg. When you know there can only be about £40 to £50 in the Hopper.

Profit should be £60 to £100.

SPIN ON IT

The best emptier around, in my opinion, and very simple! Just keep taking Pears as your only win (£3) as these are FREE, because the chip is programmed to gamble from them at least once successfully (although you don't gamble, just collect the win!). Doing this will obviously create opportunities for the machine to Streak, as it thinks it has paid nothing out and is being forced. The Pears should be taken on features too, unless the machine goes in to Invincible Mode. If the machine forces or allows a higher win (eg. £3.60), then try to lose the gamble so you only get £3.

You can empty this machine in about 45 minutes, making between £70 and £100 profit.

REVOLUTION (BARCREST)

On rechips the Nudge Spinner trick doesn't work, but this is even more effective. Just play for the Cash Repeater and as soon as you get it, press and hold down Steps, Start and Cancel while your mate (or if you are very agile!) puts twenty £1 coins in the slot. The win will keep repeating until the machine empties.

This will make you £100+ profit!

RED ALERT (JPM)

This is an older trick, but still widely used. Only go for the Fireman's Lift feature. You must hit 11 every time, as it is a FREE WIN! Do not take any other wins (eg. Sirens etc.) as they will register. The rest is up to you, but I think you know what to do with FREE WINS by now!

Your profit will be between £50 and £110.

CRAZY FRUITS, 5p VERSION (QPS)

Brilliant emptier! Look for machines that offer a 30p win for Oranges, not £1.20 as about 10% of them do. Play only for the middle reel Banana Bonus. Hold left hand button to slow it down and collect Line'em Up. Go only for Oranges on their own, as it will not work with Oranges plus any other fruit line in tandem. Sometimes due to

starting fruit pattern this may not be possible in 40% of cases; don't worry, you get it in 3 tries max.

When you've used the slow down button on the left and managed to get just Oranges, you've got 30p to go in the bank, really? No it'll clock up £300 in the bank due to an error on the machine!

There are however some problems which are obvious; Firstly if the machine's speaker volume is loud then the time it takes to clock up £300 will attract attention. Use a Refill Key if possible to turn down the speaker volume. Secondly, once it has paid out the contents of the Hopper (average £40 to £60) the alarm will go because it has registered a short payout. If you insert a Refill Key the alarm will turn off, but by then the machines contents will be in your pocket, so just bluff the attendant about the machine going wrong ;)

Play for Bananas only off of nudges on the feature, try to lose and avoid all other wins. Go back the next day when it's refilled and do it again, if they haven't banned you!

ARCADIA (JPM)

Only do this if you are adept at skill games. Play for Shoot'em Up. You must get £1, £2 or £3 in view in that order! Only do it like this, deliberately stopping at £3. Do this 4 times, and in between collect nothing else! It will then offer you an easy set-up to get Streaker. This will go for £60 to £90, usually £90. You will then in after play get the chance of 2 more Jackpots via the Hidden features involving true skill choices. After this it will stop paying, but by this time it is empty and owes you money in the bank.

Profit is an amazing £80 to £120!

FLASHBACK (IMPULSE)

This will work on all chips including the Geronimo version. The Red 7's (£12) are FREE! You know the rest! May some time to get going on rechips but it is a good money earner!

Profit is between £50 and £100.

ON THE BUSES

You just need to be very good at Skill Stops and play exclusively for the I'll Get You Butler feature! The machine will let you get all the way to the top every time provided you could hit it and as it is the second feature it is very easy to get most of the time. Keep doing this to empty it!

CRACKER (JPM)

This machine appears to have an old fault on it!

Play for the Mystery Win feature, as it is FREE! This means it thinks it has given you nothing while playing it, and thus you will keep getting chances of Red Notes, which you can take for higher wins, or just collect moderate wins off the Red Notes to ensure more Mystery Wins being offered.

Can empty is $\frac{1}{2}$ an hour if set on a good percentage.

RED-X (RED GAMING)

There are two wins on this machine which are FREE; The first is £1.60 which if you ever get you must collect, however it arrives, more importantly the Money Multiplier feature is FREE! This is obtained by going for three Red X symbols, whether by three Holds or Nudges. It pays between £4 and £10

In a short time, you; be getting more out than in, as the machine will allow more frequent Money Multipliers to make up it's perceived shortfall in payout. These will also be FREE, so very soon it'll make it obvious you can collect the Top feature (Jackpot Repeater etc.). This should be good as it thinks it's paid nothing out and is ready. You can then repeat the above until empty, or perhaps an even quicker method is to not go for the Top feature even when Happy and just keep playing for the three Red X's. Either way it will empty!

There is a rechip of this, which will play flat if you try this. You will get the three Red X's and then it will be a long time (and a lot of cash) before it offers it again, therefore losing more than you win. If you try and recover your losses by going for the Top feature on gambles, it will not let you near it! In other words if it costs you more than you have won on the first three Red X's to get the second lot, quit!

There are not many rechips about yet (mainly in chain pubs only)!

Profits can be as much as £70 to £100 on an unchipped version.

EXTRA TIPS AND OLDER EMPTIERS

Always make sure the machine is backing before trying these tips. You will still probably win but use more cash to get it going, thus reducing profitability. A lot of the tricks can be used for a quick £15 to £25 if you decide the machine isn't ready!

Some manufactures have made rechips virtually impossible to spot until you are actually involved in the game play. If you find unchipped versions, be very discreet and leave a small balance in so they are not turned off after your winnings. Showing off will soon take away the ability to make profits! If you find a rechip, in order to gain, or minimise any possible losses, play for Invincible Mode and take whatever is offered and leave it!

EXTRA INFORMATION FOR NEWER MACHINES

THREE HOLDS ON NEWER BARCRESTS

If you hold two feature symbols, one of which is not on the win-line, and then on the 3rd hold if the other spinning reel has dropped in a symbol that matches the other non-feature symbol on the win-line then you will get that win. eg. If you have two Blue 7's, hold them and the other Blue 7 will roll in for the cash win (often £8 or £15).

KING KEBAB (BARCREST)

Play for the Invincible Mode (as stated in the King Kebab section above), the eyes of the chef will light up and he will say "spicy etc.". As you know you can't lose on the question marks, they'll give you Hi-Lo continue, always with a 1 or a 12. With this in mind, ignore all Jackpot Repeater possibilities (eg. Nudges etc.). Now play for the King Kebab feature, but do not take it until it says "Mega". This may take up to 10 minutes to achieve, by continually going around the board. As soon as it says "Mega", you'll get a true (slow down) Skill Stop on the cash values, so take the £15. You'll then get at least two repeat chances (true skill) for an easy £45+.

It will then revert to pseudo skill and you will lose. On some units the fault is that it recognises only the first £15 so as in common with other Barcrest you may get another Invincible Mode straight after. Do the same again, just keep on playing for Invincible Mode and you will soon empty it!

SPIKER THE BIKER (BARCREST)

Best feature is Super Hi-Lo Notes and not the Jackpot Repeater!
Always take this feature given the opportunity

SON OF DRACULA (BARCREST)

If you get Drac's Cash and feel the machine is not ready to streak, simply take the £10 on the first stop, and it will guarantee a repeat so you'll get at least £25 as opposed to £15.

HOMER'S BEER GUIDE (MAYGAY)

If you have a Blue Bar on the middle reel and can get to the Stop'n Step feature, take it but do nothing! Wait for the machine to time-out (up to 80 seconds) and watch the Jackpot appear!

RED ARROW (JPM)

If you can't do the Wild-Thing skill feature, and don't have an extra life on the feature climb, then simply just take Strike It Rich. The trick here is to hold (on Super Strike It Rich) the stripes down to guarantee a red Streak every time!

WHO WANTS TO BE A LEGIONNAIRE (BELL-FRUIT GAMES)

Try on Invincible Mode to get to the top of the middle board (Win Streak) feature. If you get less than £16 it should give Invincible Mode on the next board anyway, and take either Win Streak again or the Jackpot Repeater.

BATTLEAXE (BARCREST)

Only take and play to achieve £5 prizes. This is the bar on the machine. It cannot be forced like some machines, so this will trigger any random streak, as often the availability of £5 prizes is a precursor of large wins and if you collect at £5 you will encourage more.

CASHANOVA (MAZOOMA)

Take all £2 wins, as this will force the machine. Keep reinvesting until you get Invincible Mode and it should then start a £45 streak!

AFTERSHOCK (RED GAMING)

Always gamble to lose on the numbers. Soon you'll get Invincible Mode, which should start a £60+ streak with good after play for the next £20 of credits!

GOLD STRIKE (BARCREST)

Play for the Money Multiplier feature, take the lowest amount, which should soon force a Streak (if backing) after about £15 to £20 of credits.

REVOLUTION, VERSION 1 (BARCREST)

On this version you can gamble Steps, when you get true skill gamble on these steps, always take Locohold, as this is a FREE WIN! It is easily reached when you have the right number of Steps, and obviously will eventually empty the unit. In between you will obviously get the easy Jackpots offered as you would if playing it properly, as the FREE WINS don't affect the payout percentage.

ARCADIA (JPM)

If you get Okey Dokey (let'em spin) after nudges from the first 'A' and have a Blue Bar on the middle reel, don't let them spin! Instead hold the Blue Bar and any other reel, which has one in sight above the win-line (within three nudges) and then press Start. On your next go you will get four nudges and will be able to get the £10. This will frequently be with a Bonus 6 on the gamble reel, so it will be an easy Jackpot quite often.